INDIANA JONES™

AND THE

FATE OF ATLANTIS

DARK HORSE TRADING CARDS INSIDE!

#1

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INDIANA JONES AND THE FATE OF ATLANTIS

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HEATHEN INTRUDER! YOU OF THE SUNLESS, BLOODLESS COUNTENANCE! I, TENOCHTITLAN, GOD OF WAR, REJECT YOUR HARD AND TASTELESS FLESH AS AN OFFERING!
CAN'T PLEASE EVERYONE.
THE EAGLE AND JAGUAR REJECT YOU!
I'LL TRY NOT TO SHOW MY DISAPPOINTMENT.
LET THE DEVIL'S OWN CREATIONS FEED UPON YOUR LOATHSOME FLESH!
THROW HIM TO THE CROCODILES!
NOW THAT HURTS!
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SNAP
CRAK!
I'M NOT ONE TO ARGUE WITH GODS...
...BUT THAT'S THE WORST IDEA I'VE HEARD ALL DAY!
IN FACT, IF YOU'LL PARDON THE PUN, TENOCHTI, OLD BOY...
...I THINK IT'S A CROCK!
HEY! WHA—?
SPEARS!
ARROWS!
ARROWHEADS?!
OWWWAHHHH! OWA
BARNETT COLLEGE FACULTY QUARTERS
ARROWHEADS! DAMN, INDIANA JONES! STOP DWELLING ON TOMORROW'S LECTURE!

MAY 6, 1939.
BARNETT COLLEGE, NEW YORK STATE.
A QUIET, PEACEFUL SORT OF DAY, AS AN AMIABLE STRANGER WALKS ACROSS CAMPUS.
...THE MORNING WILL COME WHEN THE WORLD IS MINE, TOMORROW BELONGS...
...TO ME/ I'LL HAVE THOSE GRADED AND BACK TO YOU SOME-TIME NEXT WEEK.

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BEFORE CLASS ENDS, I'D LIKE YOU TO HAVE SOME EXPERIENCE AGE-GRADING REAL INDIAN ARROWHEADS.
THIS IS A CINCH, KATE. YOU JUST SEE HOW ROUGH THEY ARE — AND THE CRUDEST ONES ARE THE OLDEST!
MISTER TRAVIS.
WOULD YOU LIKE TO GO FIRST? I NEED TO KNOW WHICH ARE GENUINE PRE-COLUMBIAN!
JUST PUT THEM IN ORDER, MISTER TRAVIS, AND GIVE ME YOUR REASONS!
UM... SURE...
OKAY... SEE, THIS ONE'S THE OLDEST... THEN THIS ONE ... AND THIS.
YOU C'N TELL BECAUSE... WELL, THE INDIANS DIDN'T KNOW MUCH T' START WITH, AND THEN THEY GOT BETTER TOOLS, AND...
AN INTERESTING THEORY, MR. TRAVIS, EXCEPT...
...THIS "ANCIENT" ARROWHEAD WAS MADE IN JAPAN IN 1911...
:GIGGLE:

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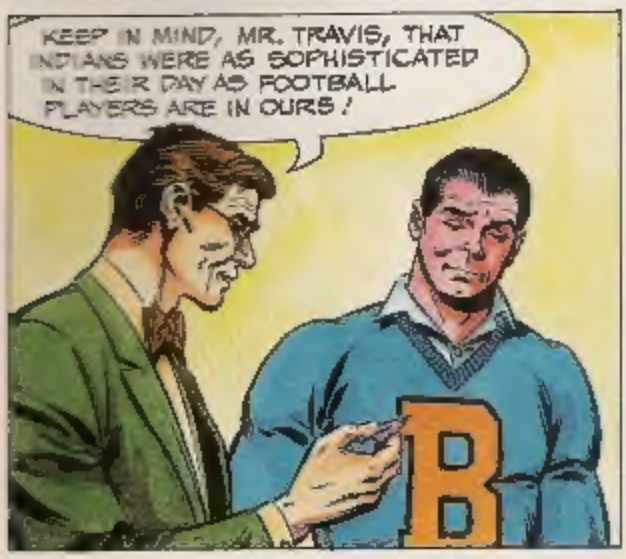
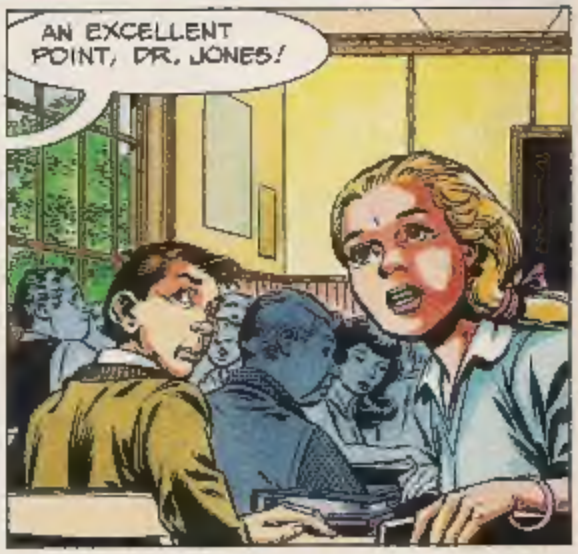
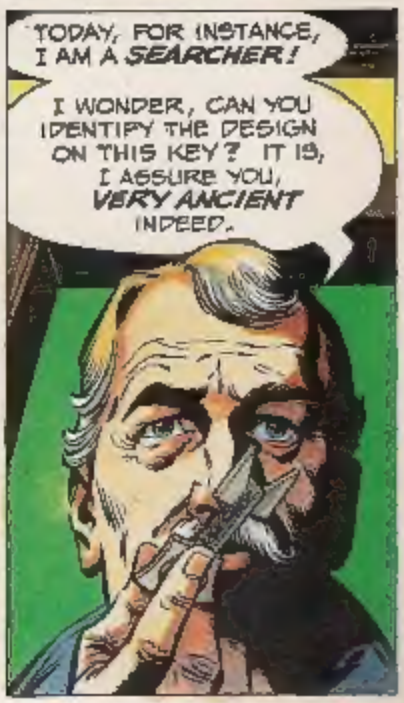




I WOULD SAY ONLY TWO ARE AUTHENTIC: ONE FROM THE 18TH CENTURY... AN IROQUOIS PIECE... AND THE OTHER — FAR LEFT— WHICH IS PRE-COLUMBIAN.

THAT'S PRETTY GOOD GUESSING, MISTER—?
CORN. SAMUEL CORN. I TRY NEVER TO GUESS.
ARE YOU AN ARCHAEOLOGIST?
I HAVE PLAYED MANY PARTS.



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I CAN'T SAY I CAN, BUT IF YOU'LL LET ME KEEP IT OVERNIGHT...?
BRRRING
NOT A PROBLEM, DR. JONES.
I'LL BE BACK...
...TOMORROW, AND THEN HE WAS GONE! VERY WEIRD. ACCENT, TOO — DUTCH OR SOMETHING.
CAFETERIA
DO YOU THINK YOU CAN HELP HIM?
I CONFESS, THIS ARTIFACT HAS ME AT A LOSS!
MAYBE. IT REMINDS ME OF SOMETHING, A JAR OR A KNIFE THAT I SAW AT...
DR. JONES!
GREAT! I GOTTA TALK TO YOU-OOOO- OOPS!
SPLAT
GEE, OH GEEZ, DR. JONES, I'M SORRY! I DIDN'T MEAN...
IT'S JUST ORANGE JUICE, MR. TRAVIS. WHAT'S THE PROBLEM?

SEE, I KNOW I'M NOT DOING SO WELL IN YOUR CLASS. I'M TERRIBLE ABOUT OLD STUFF. BUT THEY'LL DROP ME FROM THE TEAM IF I FLUNK YOUR COURSE...
WELL, MR. TRAVIS, THE PROBLEM IS—
WAIT A SEC! OF COURSE!
THE JASTRO EXPEDITION!
HUH?
THAT'S IT! YOU SEE THE DESIGN...? THE RUNNING SPIRAL?
YOU MEAN ALL THOSE SQUIGGLY LINES?
YES. THOSE WAVY "SQUIGGLES," AS YOU PUT IT, ARE AN ANCIENT DESIGN ELEMENT. VERY DISTINCTIVE, INDEED.
AND NEARLY ALL THE CURRENT EXAMPLES HAVE COME FROM THE JASTRO EXPEDITION TO ICELAND —WHICH WAS SPONSORED BY THIS COLLEGE. YOUR FIRST DIG, WASN'T IT, INDY?
YEAH. ABOUT TEN YEARS AGO. WE'RE STILL STORING MOST OF THE PIECES.
I THOUGHT WE COVERED THIS IN CLASS.
UH... I MUST HAVE BEEN SICK THAT DAY.
HEY, WHAT ABOUT MY GRADE?
SEE ME AFTER CLASS ON FRIDAY.

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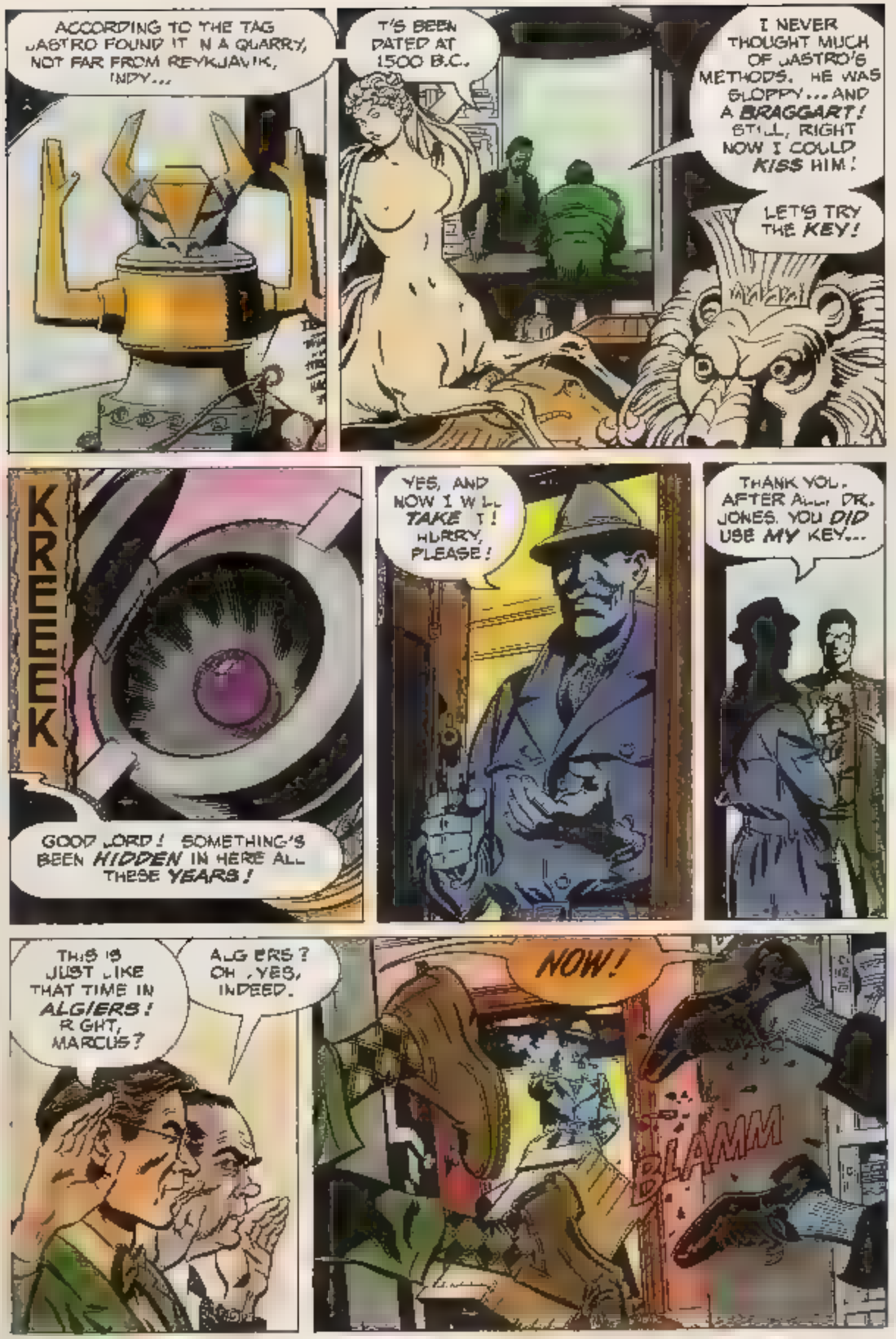
DAMN.
THIS IS *TERRIFIC!* DO YOU REALIZE WHAT THIS *MEANS*, MARCUS?
I THINK SO.
ARCHAEOLOGY DEPT. STORAGE
KLIK
THE JASTRO FIND WAS DATED OVER 3000 YEARS OLD! NO CIVILIZATION AT THAT TIME EVEN *HAD* KEYS ...OR SO WE *THOUGHT!*
NOPE, NOT HERE. BUT I WAS *SURE* I REMEMBERED...
I KNOW I'VE SEEN THAT DESIGN...JUST A LITTLE FURTHER...
CAREFUL, INDY...
GOT IT!


ACCORDING TO THE TAG JASTRO FOUND IT IN A QUARRY, NOT FAR FROM REYKJAVIK, INDY...
IT'S BEEN DATED AT 1500 B.C.
I NEVER THOUGHT MUCH OF JASTRO'S METHODS. HE WAS SLOPPY... AND A BRAGGART! STILL, RIGHT NOW I COULD KISS HIM!
LET'S TRY THE KEY!
KREEK
GOOD LORD! SOMETHING'S BEEN HIDDEN IN HERE ALL THESE YEARS!
YES, AND NOW I WILL TAKE IT! HURRY, PLEASE!
THANK YOU. AFTER ALL, DR. JONES, YOU DID USE MY KEY...
THIS IS JUST LIKE THAT TIME IN ALGIERS! RIGHT, MARCUS?
ALGIERS? OH, YES, INDEED.
NOW!
BLAMM

GET THE COPS!
ACH! VERTEUFEL! PANT
HOOFF
THUNK
UFF!
GRUNT
UHHN
NNNNG
BLAM
KRUF
SCHNELL, SCHNELL!
FAHREN WIR!

DRIVE! HIMMEL! JETZT!
GO... NOW!
WHAT'S YOUR HURRY, PAL?
VERDAMMT!
ER HÖRT NICHT AUF!

GOOD-BYE, DR. JONES!
OWAHH!
JERRY...?
:GASP: ... DON'T YOU SHOOT MY HUF-TEACHER!
RRRIPP
I :GASP: HAD T FOLLOW YOU... :PUF: ... TO ASK ABOUT MY GRADES.
:HUF HUF: CONGRATULATIONS K.P. YOU JUST PASSED!

JUST TAKE DEEP BREATHS, JERRY.
INDY, LOOK AT THIS.
HIS I.D. ...IT'S FROM GERMANY... KLAUS KERNER ...A COLONEL IN THE S.S.!
WHAT WOULD A NAZI OFFICER BE DOING HERE?
I DON'T KNOW. BUT AT LEAST HE DIDN'T GET WHAT HE CAME FOR
IT LOOKS LIKE HE WAS READING THIS.
HE MARKED IT IT MUST BE IMPORTANT
NEWSMAKERS
BONEPICKER TURNED MYSTIC DIGS FOR GOLD IN THE WILDS OF MANHATTAN
IT'S IMPORTANT, ALL RIGHT
"... THAT'S SOPHIA HAPGOOD. WE WORKED TOGETHER ON THE JASTRO DIG I'VE GOT TO GET TO NEW YORK CITY— PRONTO!"
FRANKLY MADAME SOPHIA I'M A LITTLE AFRAID OF...
OF WHAT, MR FONTANE? ME?

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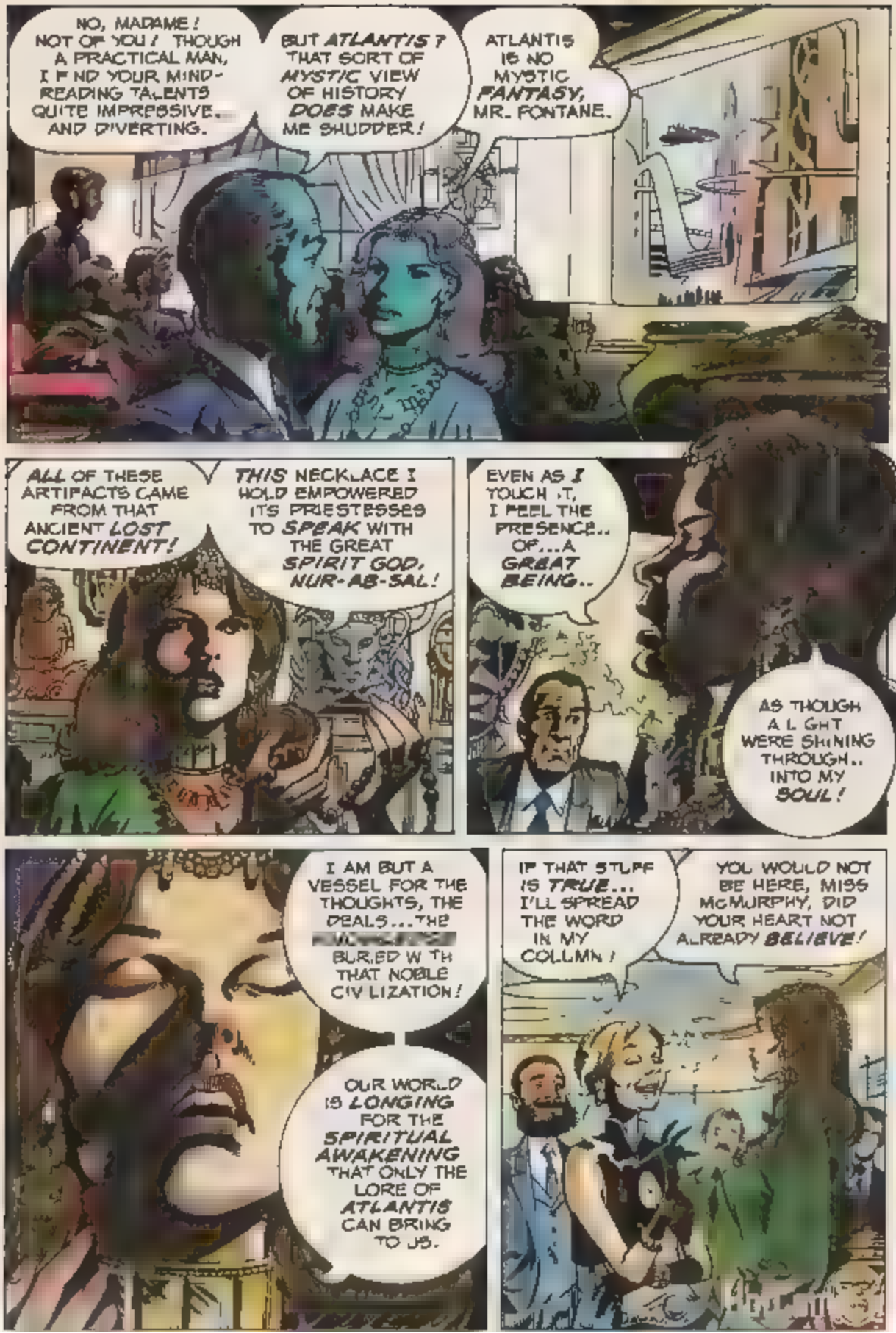
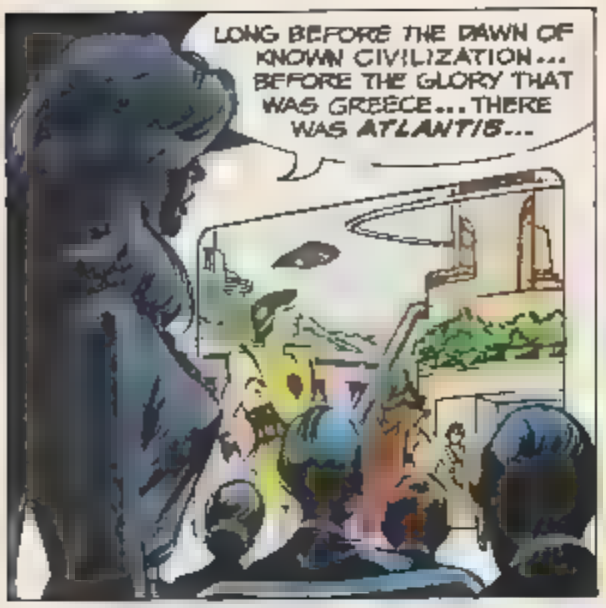
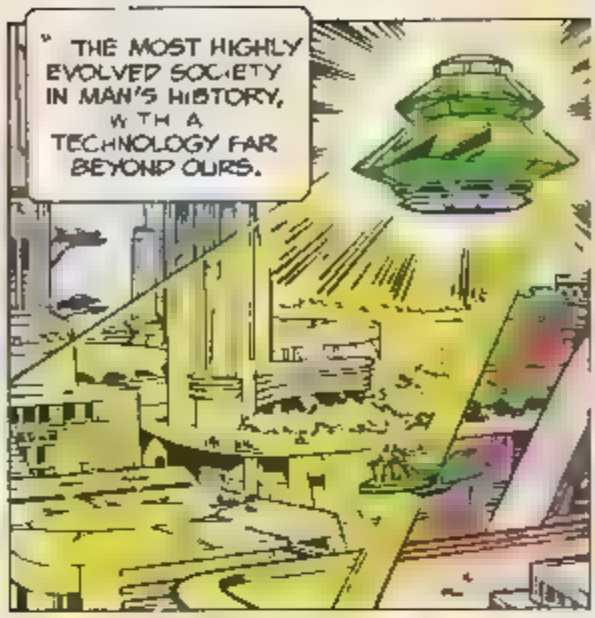
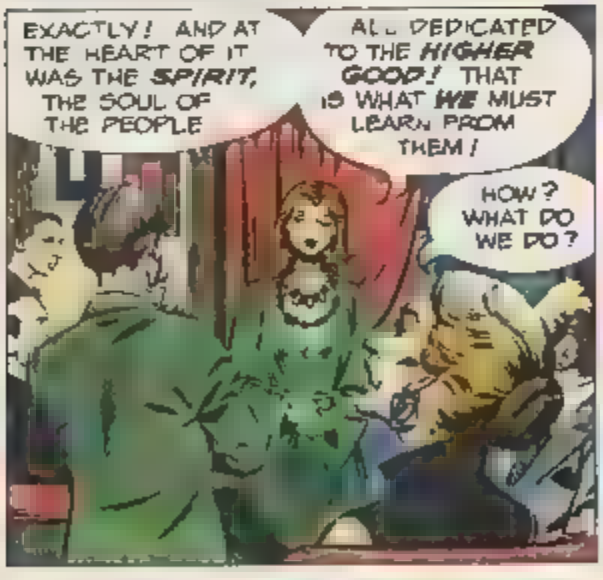

NO, MADAME! NOT OF YOU! THOUGH A PRACTICAL MAN, I FIND YOUR MIND-READING TALENTS QUITE IMPRESSIVE... AND DIVERTING.
BUT ATLANTIS? THAT SORT OF MYSTIC VIEW OF HISTORY DOES MAKE ME SHUDDER!
ATLANTIS IS NO MYSTIC FANTASY, MR. FONTANE.
ALL OF THESE ARTIFACTS CAME FROM THAT ANCIENT LOST CONTINENT!
THIS NECKLACE I HOLD EMPOWERED ITS PRIESTESSES TO SPEAK WITH THE GREAT SPIRIT GOD, NUR-AB-SAL!
EVEN AS I TOUCH IT, I FEEL THE PRESENCE... OF...A GREAT BEING..
AS THOUGH A LIGHT WERE SHINING THROUGH.. INTO MY SOUL!
I AM BUT A VESSEL FOR THE THOUGHTS, THE DEALS...THE [redacted] BURIED WITH THAT NOBLE CIVILIZATION!
OUR WORLD IS LONGING FOR THE SPIRITUAL AWAKENING THAT ONLY THE LORE OF ATLANTIS CAN BRING TO US.
IF THAT STUFF IS TRUE... I'LL SPREAD THE WORD IN MY COLUMN!
YOU WOULD NOT BE HERE, MISS McMURPHY, DID YOUR HEART NOT ALREADY BELIEVE!





"THEIR ALTOGYROS RODE ON EARTH'S MAGNETIC BELTS THEY DIDN'T NEED SLAVES TO BUILD THEIR GREAT TEMPLES.
I'M CONVINCED THEY HAD MASTERED ANTI-GRAVITY!


EXACTLY! AND AT THE HEART OF IT WAS THE SPIRIT, THE SOUL OF THE PEOPLE
ALL DEDICATED TO THE HIGHER GOOD! THAT IS WHAT WE MUST LEARN FROM THEM!
HOW? WHAT DO WE DO?

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RIGHT, SOPHIE?
JONES!
SIR! HOW DARE YOU? THIS IS A PRIVATE GATHERING!
WHO DO YOU THINK YOU ARE?!
THE NAME IS DR. JONES, NEW YORK COMMISSION ON FRAUD AND CONFIDENCE GAMES.
SPECIAL TASK FORCE ON MYSTICS AND FORTUNETELLERS
THOUGHT YOU GOOD PEOPLE MIGHT WANT TO COME IN AND HELP US... WITH SOME TESTIMONY?
AH, BUH-RUMPH! AHEM. . SORRY, SIR! I'VE A FULL CALENDAR!
OH, DEAR! HOW TIME FLIES! I'M LATE FOR AN INTERVIEW.
AH, HMM... UH, VERY NICE MEETING YOU, DOCTOR...
SORRY WE CAN'T STAY TO CHAT!
SLAM
HMM...THEY ALL LEFT, SOPHIE!
WAS IT SOMETHING I SAID?

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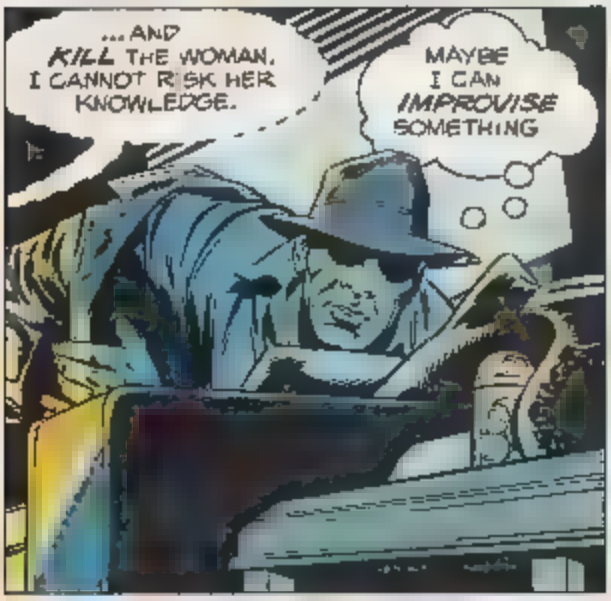
INDIANA JONES.
GOOD T'SEE YOU AGAIN, SO—
—PH'E ?!
KKRNK
. YOU SMUG, SELF-RIGHTEOUS SONUVAGUN!
GOOD GR.EF! NOT. ?
A VALUABLE PIECE? HA! I WOULDN'T WASTE ONE ON YOU!
DAMN YOU, JONES... THIS IS MY CAREER!
WHAT RIGHT ...?
COME OFF IT, SOPHIA! THIS ISN'T FOR YOU!
FLEECING RICH CLIENTS W TH THIS HOKUM!
I'LL GIVE YOU TH S.. YOU'RE SMOOTH: "I FEEL A GREAT PRESENCE ..."
FACT IS, JONES, SOMETIMES I DO!
KNOW WHAT ELSE? I GIVE THESE PEOPLE SOMETH NG! A SP RITUAL FEEL.NG... AND HOPE!
DAMN, SOPH E .. YOU'RE A SC ENTIST! YOU WERE GOOD! WHY THROW IT AWAY?
I GOT TIRED OF HAV.NG MY HEAT SHUT OFF... WHILE YOU MALES GOT TO CLIMB THE ACADEMIC LADDER, DOCTOR JONES!

I KNOW, I KNOW! BUT YOU WON'T CHANGE ANYTHING BY JUST QUITTING.
WHAT'S THAT?
A PIECE FROM THE JASTRO DIG. SOME BOZO WAS WILLING T'KILL ME TO GET IT.
FROM ICELAND...?
YOU KNOW IT IS! WE WORKED ON THAT EXPEDITION TOGETHER! AND I'M BETTING YOU SET ASIDE SOME CHOICE PIECES FROM THAT DIG FOR YOURSELF!
WHAT IF I DID?
LET ME SEE 'EM IS WHAT! I NEED TO FIND OUT WHAT MAKES THEM SO VALUABLE! BESIDES, IT COULD BE DANGEROUS FOR YOU TO HAVE 'EM AROUND!
WHAT MAKES THEM VALUABLE? NOTHING! THEY'RE CARVED, DIRTY STONES! PEOPLE SEE IN THEM ONLY WHAT THEY WANT TO SEE... LIKE INKBLOTS!
BESIDES, I DON'T KNOW WHAT I'VE GOT HERE. I JUST KEEP 'EM AROUND FOR ATMOSPHERE!
WHAT?

YOU HAVEN'T CATALOGUED OR INDEXED ANY OF THIS? YOU MUST HAVE OVER A HUNDRED IRREPLACEABLE RELICS...
JUST PRETTY ROCKS TO ME, BOY!
THOUGH THEY DO LOOK ATLANTEAN, DON'T YOU THINK?
LOOK, SOPHIE, IT'S TOO LATE FOR ME TO CATCH A TRAIN BACK TONIGHT. SUPPOSE I GO THROUGH THESE THINGS AND THEN BED DOWN ON YOUR COUCH?
SOUNDS JAKE TO ME. I'M GRABBING A SHOWER, THEN A NICE DOWN PILLOW TO DREAMLAND.
REMEMBER, INDIANA JONES, NO MONKEY BUSINESS— YOU'RE JUST HERE FOR RESEARCH
YOUR VIRTUE IS SAFE. WE SPENT THREE MONTHS IN ICELAND WRAPPED IN THE SAME BLANKET, AND YOU CAME OUT UNSCATHED, REMEMBER?
YEAH, SOPHIA, THERE NEVER WAS A SPARK BETWEEN US. WE WERE GOOD FRIENDS...
...UNTIL YOU STARTED FLEECING SUCKERS LIKE SOME THREE-CARD MONTE DEALER
WHAT HAPPENED TO YOU, SOPHIA?
WELL... TO WORK
HMM... THIS PIECE IS OBVIOUSLY JAPANESE, PROBABLY 7TH CENTURY, BUT THESE OTHERS...

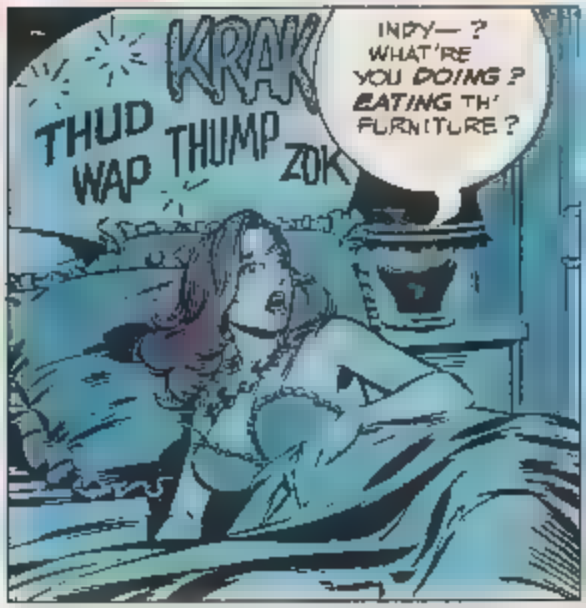
INTERESTING... THAT SAME SPIRAL MOTIF COULD SOPHIE REALLY BELIEVE THIS STUFF COMES FROM ATLANTIS?
...ZZZZZZ...
...ZZZ...
WHA —? OH, BROTHER... GUESS I'M AT THE END OF MY TETHER.
I'LL FINISH THIS TOMORROW.
CLIK
I'VE NEVER FELT THAT WAY ABOUT SOPHIE, BUT WHAT WOULD I DO IF SHE CAME OUT OF THE BEDROOM RIGHT NOW, IN SOMETHING FRILLY...
...AND SAID, "TAKE ME, INDIANA"?
GUESS I'LL NEVER KNOW.
MY GOD ...SOPHIE? WHAT'LL I SAY? WHAT'LL I DO?
I DON'T WANT TO LOSE HER FRIENDSHIP, BUT...
WA T... THAT'S THE FRONT DOOR...
BOSS . ? I GOT THE DOOR OPEN...

GOOD. REMEMBER... TAKE ALL THE ARTIFACTS...
NO GUN..


...AND KILL THE WOMAN. I CANNOT RISK HER KNOWLEDGE.
MAYBE I CAN IMPROVISE SOMETHING

'LO, KERNER. WHAT ROLE ARE YOU PLAYING NOW?
DR. JONES! ANOTHER INTERESTING MEETING...

...BUT I DO NOT THINK YOU WOULD COME TO VISIT AN OLD FRIEND WITH A GUN IN YOUR POCKET.
TAKE HIM!


KRAK
THUD
WAP
THUMP
ZOK
INDY— ? WHAT'RE YOU DOING? EATING TH' FURNITURE?

KRUNK THWAT
WHOP BLAP
SLAP SLAMM
BLAM
THAT WAS A GUN!
JEEZ, SOPHIE! SHOOT SOMEBODY!
BANG
SOPHIE! GET OUT OF HERE!
KPOW

BLAM BLAM
BLAM
BLAM BLAM
BLAM
EEAH
KRASH
WADDAYA KNOW?!
BIG MAN LIKE THAT!
A SOPRANO!
mmmmmm-A

HERE, BOSS! I ROUNDED UP THOSE ARTY-FACTS, LIKE Y'SAID!
ALL THE ONES WITH THOSE SQUIGGLES!
DANKE SEHR!
BLAM
HE'S GONE! AND THE REST ARE DEAD!
DAMN, KERNER SUCKERED ME!
AND NOW HE'S GOT ALL THE PIECES - EVEN MINE. DAMN ..DAMN...DAMN!
NOT QUITE, INDY... THIS NECKLACE CAME FROM THE CASTRO EXPEDITION...
I NEVER TAKE IT OFF!
THASS MY SOPHIE!
INDY, YOU'RE HURT —BADLY

NUREMBERG, GERMANY. ONE WEEK LATER.
YOU HAVE HAD A CHANCE TO STUDY THE ARTIFACTS, HERR DOKTOR UBERMANN?
JAWOHL, HERR COLONEL. I BELIEVE THEY ARE CLUES TO A MOST POWERFUL ENERGY SOURCE!
AS POWERFUL AS HAHN AND STRASSMANN'S ATOMIC REACTION?
MORE POWERFUL! MUCH MORE POWERFUL! AND WHAT IS MORE...
NO CLUMSY LEAD SHIELDING... NO RADIOACTIVE BY-PRODUCTS!
THERE IS MUCH ANCIENT LORE ABOUT AN ENERGIZED METAL CALLED ORICHALCUM...
...FROM THE LOST CONTINENT OF ATLANTIS.
ATLANTIS? YOU GIVE CREDENCE TO THAT MYTH, HERR DOKTOR?
OBSERVE, HERR COLONEL! JONES'S NOTES SAY THIS PIECE WAS FOUND NEAR A QUARRY.
.. SO IT MAY HAVE BEEN A MODEL FOR A PRIMITIVE DIGGING MACHINE! AND THE "MARBLE" INSIDE...

NOTE, COLONEL KERNER. IT FITS NEATLY INTO THE IDOL'S MOUTH.
NOW WATCH CAREFULLY, MY DEAR COLONEL!
LIEBER GOTT! THE TORSO IS SPINNING— LIKE A DRILL!
TRRRRRRRRRRRRR
RRRRTRRRRRRRRRRRR
IT'S STILL GOING! THERE'S NO BOTTOM!
IT WILL CONTINUE UNTIL IT REACHES THE MOLTEN CORE OF THE EARTH!
YOU REALIZE WHAT THIS MEANS, HERR KERNER? WE HOLD THE FATE OF THE WORLD IN OUR HANDS!

AFTERWORD

The book you've just read is the first chapter in the latest Indiana Jones adventure. Like the others, it comes from Lucasfilm, but this one didn't start out as a movie. Instead, it began as the design for a computer game.

When cameras first rolled on *Indiana Jones and the Last Crusade*, the moviemakers already knew they were shooting the final part of a magnificent trilogy. It was all planned, right down to the resonant title. On the other hand the folks at Lucasfilm Games, who had constructed and published a pair of highly successful computer games based on the film, were as reluctant to retire the famous archaeologist as were his many fans.

And that's where I came in. There's plenty of talent on the roster at Lucasfilm Games (now a part of the new LucasArts Entertainment Company), but lucky for me most of it was busy with other projects. A Jones game must be fun to play, of course, but more than most it must also spin an exciting yarn. Although I had previously created two computer games on my own, my real background is in feature films (I produced and co-wrote *Dragonslayer*, among others). This seemed like a natural fit to someone, so I was invited to join LucasArts and team up with veteran game designer Noah Falstein to think up a new quest for the intrepid archaeologist.

In the movies, Dr. Jones only tackles the great mysteries where cold fact and wild fantasy blur together with spectacular consequences We decided that ancient Atlantis was one of the few unexplored topics monumental enough to demand Indy's best efforts.

Just about everyone has heard of Atlantis, but not everyone knows that the myth has its origins in the work of one of the most famous thinkers the world has ever known, the Greek philosopher Plato, who wrote about it as "genuine history." It was Plato, for example, who first noted the mysterious metal, **orichalcum**, "gleaming with a fiery luster."

In the nineteenth century, Ignatius Loyola Donnelly revived interest in the lost city with a book entitled *Atlantis: The Antediluvian World*. Not long thereafter disciples of the crackpot Russian spiritualist,

Madame Blavatsky, had Atlanteans flying around in 100-mile-per-hour airships powered by a fuel called vril. In the thirties the famous American psychic healer, Edgar Cayce, enlarged on the theme. He spoke of the high technology of the Atlanteans and identified the source of their power as something he called **firestone**. Does this sound as exciting as the Holy Grail or the Ark of the Covenant? We sure think so.

Once we had the outline of the story, we set about turning it into a series of tricky puzzles. Why? Because puzzles are what stories look like to the characters in them, and that means the players of our games. At present my team and I are still busy with the endless programming and artwork needed to bring everything to life. These tasks range all the way from figuring out how Indy wins a fight to the color of Sophia's hair. (For those of you who wonder about such things, our leading lady's red tresses have less to do with her fiery temper than with looking good in the dark dungeons of Atlantis.) And even as we toil away on the adventure game, another group of programmers and artists are turning the same story into an arcade-style game for action fans.

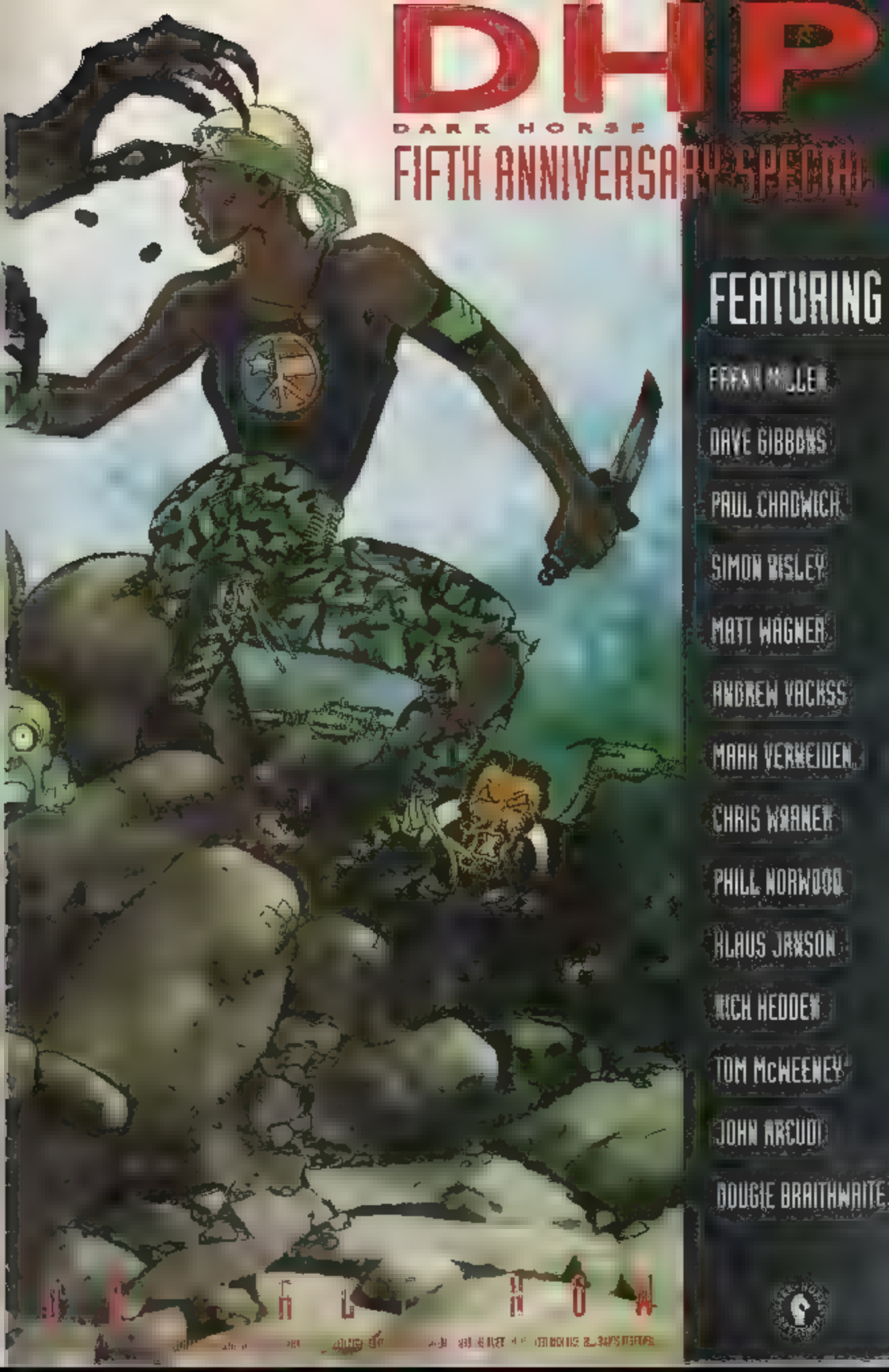
I'm pleased that Dr. Jones now finds himself operating in two complementary formats, each with its own strengths. The games offer animation, replayability, and a unique experience to each player. The comic book frames the action of each event with explosive force. The game may or may not flow quickly, depending on how adroitly the player overcomes the obstacles in his path. The comic book has tremendous pace. Either way, however, it is a story we're telling, so eventually players and readers alike will arrive in Atlantis facing the same terrible crisis.

After you finish the story, I urge you to play the games. Although the broad sweep of events will be familiar, nothing you read here will give away any of the puzzles or prepare you for the evil villains. Here you can watch Indy at work and savor Dan Barry's marvelous illustrations; in the games you'll get a chance to fill Indy's shoes.

Hal Barwood
Lucasfilm Games
January 1991

Next Issue: *Your letters! Send your comments to Keeping Up With the Joneses, c/o Dark Horse Comics, 2008 SE Monroe Street, Milwaukie, Oregon 97222 — and we'll see you in two short months!*

Diana Schutz



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Comics Buyer's Guide
Fan Awards for 1990

Welcome to the *CBG* Fan Awards. *Comics Buyer's Guide*, a weekly newspaper devoted to the world of comic books, sponsors these awards to let you, the readers, tell the world which comic books are your favorites. Just fill out the ballot and send it to the address below.

1. Favorite Editor .....

2. Favorite Writer .....

3. Favorite Penciller .....

4. Favorite Inker .....

5. Favorite Colorist .....

6. Favorite Letterer .....

7. Favorite Cover Artist .....

8. Favorite Comic-Book Story .....

9. Favorite Comic Book .....

10. Favorite Limited Comic-Book Series .....

11. Favorite Original Graphic Novel or Album .....

12. Favorite Reprint Graphic Novel or Album .....

13. Favorite Character .....

14. Favorite Publication about Comics .....

Only material with a 1990 cover date can win. Votes for projects that did not have a 1990 publication date will not be counted.

Copy this ballot and give it to your friends, so they can vote, too. ***Anyone who loves comics can vote*** — but only ***vote*** once. If you vote more than once, all of your votes will be thrown out. Vote only in the categories you want, and ignore any you don't. ***Comics Buyer's Guide*** is not eligible for Category 14.

Every voter in the United States will get a *free copy* of ***Comics Buyer's Guide*** #924, dated Aug. 2, 1991, unless you already have a current or expired subscription to *CBG*. That issue will carry the list of winners! Votes from other countries will be counted, but we regret that free copies of *CBG* can't be sent out of this country unless your vote is accompanied by $2 in U.S. funds to cover handling and shipping.

Mail your ballot individually in a single envelope ***by June 1, 1991*** to:

Comics Buyer's Guide Fan Awards
700 East State Street
Iola, Wisconsin 54990

Name ..... **Age** ..... **Male Female** (circle one)

Street or Box .....

City, State, and ZIP .....

Please type or print your votes and information clearly.
You need not cut or tear out this page in order to vote! Copies are acceptable and will be counted.

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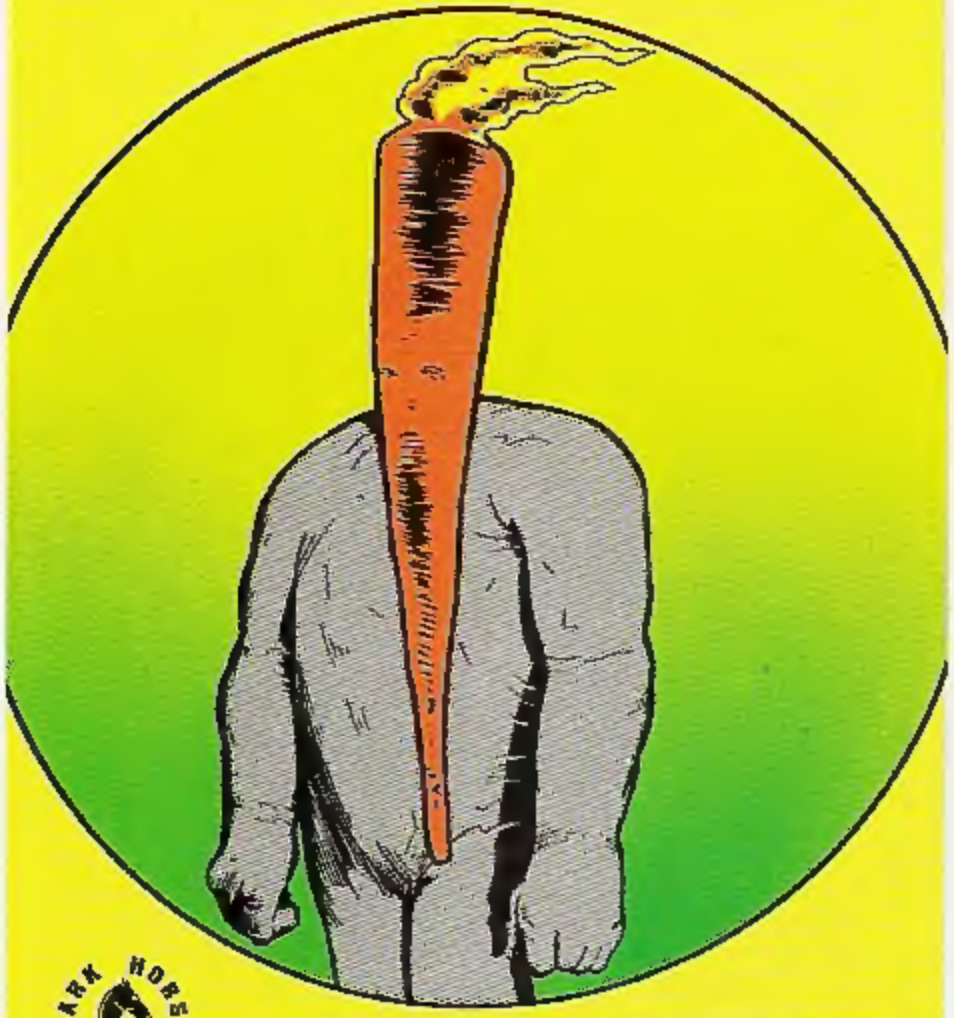

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23 WACKY ST.CLAIR

Created by Woops!
Drawing by Uh-oh!

Chris is sometimes confused with the Lunch King.

Lunch King™ ©1990 Chris Chalenor.

STATISTICS—Wacky St.Clair

1973.....The Watchtower
1979—81.....Easy Rider
1988.....Ranger Rick

16 HOMICIDE™

Created by John Arcudi.
Drawing by Doug Mahnke.

Doug has been a caricaturist at state fairs.

Homicide™ © 1990 John Arcudi.

STATISTICS—Homicide

1988—90.....appearances in DHP Nos. 24, 25, 26, 27, 28, 29
1990.....Homicide Special

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